#21

DANGEROUS Waters™

The Official Source for GameShark codes™

GameSharkCodes GameReviews GameTips Merchant Marina

codeboy's rant

Man, my pants are gonna get soaked again. I think it's been raining for the past four or five days. Perfect time to catch up on some games, I guess. I imagine most of you are playing Resident Evil 3 as opposed to reading this dumb!"? newsletter, and maybe it's for the better. I actually bothered to take that game home with me, I own all of two games for the PSX, and do some home studying. It's not as though it's any different from the other two titles when it comes to hacking the codes, but I enjoy everything that's packed into the games, dare I say it's actually interesting to hack. Anyway, I'm deep into some crazy list consisting of more kanji than English when the girlfriend drops by. It's early in the evening, so I figure I keep at it for a bit, she'll understand. I think she finally left around eleven, but I can't be sure. It was kinda strange though (reminded me of what gaming used to be like). Ignoring such things as females, food and water was quite common ten years ago, but seldom happens these days, and especially not the food part. Hmm, so I think I made it an entire day without shredding something, and actually enjoyed a game for a while. Then went back to the office the next day and tortured myself with the likes of Road Rash 64 and E.T.64, which were right on schedule.

-CodeBoy

I'M GAMING IN THE RAIN, I'M GAMING IN THE RAIN!

contents

Mailbox	2
Game Tips & Tricks	3
Kato's Game Review	3
I-Files	4
News	6
Hacker's Heaven	7
Merchant Marina	8
GameShark Codes	9
Order Form	11

Go to GameShark.com

As many of you know (all of you should), Dangerous Water's sister code source, www.gameshark.com, is extremely popular amongst GameShark users who own PCs. And for good reason! InterAct has hired 80 monkeys to work day and night in order to update the site for your viewing pleasure. Not only is www.gameshark.com the only authorized code source on the web, but you'll find strategy guides, programmers cheats, reviews, fun contests, the Jimmy No-Knowz poll of the day, Codeboy's senseless banter and forum, Little Timmy's dating service and lots more (...lots)!

ABUSE THE POWER, BABY, YEAH!!

editor's note

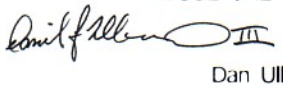
Oh boy, oh boy, SharkWire Online is in stores now (or at least it should be)! Yeah, that's right I said "in"...uhhh, hmm. So, are you gonna get it? I know I am. I can't get online at home so I've got to have it. Granted I can't access any porn or Brittany Spears websites, but hey, I can get all of the hottest game industry news, codes (programmer/GameShark), interviews, reviews/previews, strategy guides, and tips; plus, sports scores and news, Xtreme sports news, fashion news, wrestling news (hot damn), movie news/reviews/previews/release dates and other stuff. I repeat, we will have WRESTLING news! Wrestling...the most popular sport (sport?) in the world? I thought that was duckpin bowling. I know a lot of Highlandtownies are voting for duckpin bowling to be the state sport in MD. Hold on! Stop the press. If I continue to talk about duckpin bowling, I think I will gouge my eyes out...with CodeBoy's fingers. All crusty and emaciated...it would be a fate worse than death. Just get SharkWire or go away!

BTW (that's By The Way for all you non-web browsers): We have new member to our Dangerous Waters crew! Welcome savior..."Hi savior" (I don't understand the lowercase "s" either)! This fine display of a gentleman will be writing reviews, previews and a new feature, strategy guides. We've yet to have strategy guides as part of our repertoire, but what the hay!

Have you purchased a Dreamcast yet? Me neither, but we have a few stations here in the ol' office. I have to say the frame rate and graphics on all of the games we have are unlike anything I've ever seen. If DC is this good, I can't even begin to imagine what PSX2 is going to look like. Think about it, Dreamcast is cutting edge for today, but people are saying PSX2 is going to blow it out of the water. DVD, Internet and a processor so fast it will induce seizures into the entire population of Nantucket! I am waiting for PSX2 and that's final. I will just stick to playing the Dreamcast at work (getting paid to play is so much more fun)!

Man I have been bombarded with artwork from you guys. Normally I would gripe about receiving so much mail, but this is great! Keep up the good work you guys! This month's winner is awesome! And remember if you want a free DexDrive, get your artwork to me ASAP.

I think I'm going to be sick:
ABUSE THE POWER!



Dan Ullmann, III

Mailbox

The Voice of GameShark Fans.

Well kids, I'm out of here. It has been a pleasure to work with InterAct for the past few years and an absolute blast to be part of the GameShark team. It has also been great to write reviews for you and try to answer your questions (notice I said, "try"). Contained in this issue are my final reviews for Dangerous Waters and then I head out to graduate school. I realize this might come as quite a shock to some and others may be glad I am gone. Either way, be sure to pester CodeBoy plenty and my replacement as well (like there can be one).

Now, on to my final letters section:

Hi, I'm the person who can't think of a decent name to E-mail people with.

I heard some kids talking about how "great" Pokémon Snap was and that everyone should buy it. I rented it from a friend and beat it (and the challenge scores) in less than 2 hours (1 hour and 56 minutes). I'm not saying that it is a bad game, I'm just saying that it was WWAAAAYYY too easy.

-Goddess (online)

I agree. How hard could it be to take pictures of Pokémon for points? I think CodeBoy beat it rather quickly as well.

-Kato

We also received a letter from Phillip who lives in Scottsdale, KY. Due to its length we could not print the entire thing but here is a sampling verbatim:

I don't know why I wayst my time righting you this letter, because all you do is 'stick-it' full of thing like it was just a catalog!! Who the...(insert choice phase here)...am I if I'm a GameShark fan and I like to get new codes? I'm not the only one out here. So here goes nothing!!

-Phillip, Scottsdale, KY

From there the letter descended into a conversation with himself. It was really rather humorous. Phillip, unfortunately we could not print your entire satirical masterpiece (due to space problems and some other choice language issues...if you readers know what I mean) but I can answer your questions in the order you raised them. They are: not yet, we do not know either and yes we do.

That's all she wrote folks. Now I am off to the green pasture that is the United States postgraduate system. Take care everyone, I'm out.

And be sure to:
Abuse the Power!
-Kato

Got a question? We'd like to hear from you. Send your letters to: Dangerous Waters Mailbox, 10999 McCormick Road, Hunt Valley, MD 21031 email: codeboy@gameshark.com or kato@gameshark.com

Dangerous Designs

WOW! This issue's winner is Dan Raulerson, age 14, from Lakeland, FL. Man, that turned out great!

This issue's winner:
Dan Raulerson
Lakeland, FL

I will get your PSX DexDrive to you ASAP, Dave. In the mean time, folks, take a look at this issue's runners-up,

Runners-up:

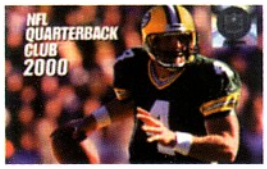
Jose Ruiz
Philadelphia, PA

Lucas Villanueva
Kansas City, MO

Lucas Villanueva and Jose Ruiz. They will be receiving a GameShark Tee-Shirt. I want to thank all of you who have participated so far, keep it up. Our offer for a N64 or PSX DexDrive still stands for issue #22. So don't delay, get your artwork in to us today! For complete contest rules, email editor@gameshark.com or write us at our address on the back cover.

Kato's Game Reviews

An unbiased look at what's hot and what's not.



Title: NFL Quarterback Club 2000
Developer: Iguana
Publisher: Acclaim
Format: Cartridge
# of Players: 1-4
Difficulty: Moderate
Available: Now

Can you become the next great quarterback of the new millennium?

Is Acclaim trying to take a bite out of EA's hold on sports titles on the N64? They already released Star Baseball 2000 and now it seems they are taking aim at the football market with the third installment of the Quarterback series NFL Quarterback Club 2000.

This game looks great. The motion captures are smooth and the graphics are sharp. The player movements look realistic (the spin moves, jukes, and catches are awesome). There is a wide selection of offensive and defensive plays available and vary depending on the team you choose.

You are also given the option to create your own players and team. Players from this season's roster are available as well as last years Pro Bowl selections, Acclaims programmers' team, and great teams from the past.

There's plenty of sharp graphics, and even sharper pain in this latest installment.

You can even use your created team in a season. Merely swap with whatever team you would like to replace and takeover their 16 game schedule.

There were a few gameplay issues that did bother me. The first being the fact that there always seemed to be a set of plays that my quarterback would throw the ball away without my input. I would just snap the ball and he would throw to the sidelines on his own. I could not get the game to do this all the time but it would do it on its own (never on the same play but it always seemed to happen on second or third downs). The other thing would be that the defense would just stop going after the ball carrier (whether that is the Quarterback, Halfback, or Fullback). The linemen would come through the offensive line and stop.

Other than these issues which really can be annoying, NFL Quarterback Club 2000 is a rather decent game. It does take some getting used to the control but after that adjustment it runs really smooth. Things are definitely looking up for football on the N64.

Title: Madden 2000
Developer: EA
Publisher: EA Sports
Format: CD
# of Players: 1-8
Difficulty: Moderate
Available: Now

Well, autumn is here again and that means football. I remember playing football in the street in my neighborhood growing up and the 2-a-day practices in High School. Hit 'em and get hit that is what it is all about, but I digress. For you game players out there, this means another fall filled with a plethora of football titles for the PSX.

EA Sports has released another in its long series of football titles, Madden 2000. This game returns with many of the same features as last year but has improved in almost every aspect. The Create-a-play feature has been reworked to make it more user friendly and the Create-a-player also returns with unlimited points. Now you can create the Pro Bowl running back, quarterback, linemen, linebacker, or defensive back you know you could have been if you had the chance.

Franchise Mode allows you to take the coaching job on your favorite team. Take them through the season and into the playoffs. But just like most NFL jobs, it is all based on your performance. You must do well if you want to keep your job. After the season ends, you can see if your players improved at all.

4.1 speed will get you a pretty good return, and maybe a million dollar contract.

Crack open the playbook and hit the offense where it hurts.

You are also responsible for trades, signing and resigning of players, and drafting new talent. If it seems somewhat overwhelming, the CPU can take care of it for you.

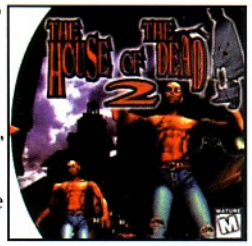
There are all new motion captures for the players as well. The graphics are as flawless as I have ever seen in a Madden game. Enhanced gameplay and graphics, plus a plethora of improved features make Madden 2000 my first choice. There's no doubt about it, Madden 2000 is definitely king of the gridiron this season.

GameTips & Tricks

Conquer worlds. Regain strength. Subdue the enemy.

House of the Dead 2

Display Score: To display your score, push the d-pad LEFT [twice], RIGHT [three times], LEFT, RIGHT then press Start. If the code has been entered correctly, a "0" will appear in the upper-left corner of the screen.



Sled Storm

Get the Storm Sled: Go in the options screen and select the load/save option. Now select the password option. Press Circle, Triangle, Square, R2, R2, L1, X, Triangle.

Play as Jackal
At the password screen press L2, L2, CIRCLE, R2, SQUARE, R1, L1, TRIANGLE.

Snowboard Kids 2

All Characters, Boards and Levels: At the Title screen press Z, B, C-Up, Down on the d-pad, Left on the stick, Right on the stick, Up on the D-Pad, R, Z, A.

NOTE: You must start a new game after entering this code. It will not work with saved games.

The i-Files

An In-Depth Look At New Devices From InterAct.

Suddenly, You're Online!

InterAct's new SharkWire Online Nintendo 64 add-on gives you e-mail access, news and more!

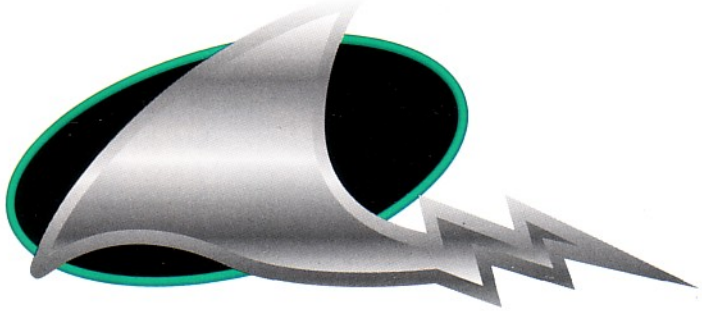
They say if there's anything that you want (e.g. sports, entertainment, games and fashion news) you can find it on the Internet. Well, for some the Internet is some plastic cube locked away in the family den. But for those who have access to a Nintendo® 64 (and who doesn't, since we're all gamers), there's SharkWire™ Online–a unique new add-on that lets you go online directly from your Nintendo® 64.

SharkWire Online opens the door to the SharkWire Online community, where you'll have a direct link to all the coolest sites on the Web. Imagine just turning on your game system, attaching the SharkWire Online add-on and linking to our site for info from airwalk.com, gamepro.com, and everyone's favorite, GameShark.com! It's as simple as that. You can stay up on the latest haps in the world of fashion, music and, of course, games! Download game saves and GameShark codes, read the latest gaming news, or learn new strategies. As a part of the SharkWire Online community, you can also swipe tips and cheats with other information-hungry gamers.

SharkWire Online also provides you with your own personal and private e-mail account, so when your Dad and the family PC seem like they're joined at the hip, you can chat with your friends from the comfort and convenience of the coolest place in the entire house–your room! The add-on also boasts an e-commerce option, so you can purchase all of those cool products you see surfing around Sketchers' or Prima's website.

Fees to subscribe to this powerful new community are virtually nil–a low as $9.95 a month with SharkWire's Basic Service package. This package gives you 10 hours of access each month, along with 5 e-mail user names. There's also an Extended Service package that supplies you with 30 hours of access.

Now, let's recap: there's e-mail, gaming news, clothing news, gaming news, sports news and, yes, GAMING NEWS! It seems like someone's been reading our minds to find out all the things we like and sent them express delivery via SharkWire Online (no CODs accepted). So get in line at your local retail stores to online-SharkWire Online, that is, because suddenly, there's nothing wrong with being a "know it all."



SHARKWIRE™
ONLINE

Pictured: SharkWire's modem and keyboard, and screen shots from SharkWire Online's exclusive intranet community.

InterView

This month I had the pleasure of speaking with Robert Lamb, Lead Programmer of Blitz 2000 at Point of View, Inc. We hit all of the hot topics: Games, Love, Food and much more. Enjoy!

Dangerous Waters: Hello Mr. Lamb, I'm not going to beat around the bush here, where are you from?

Robert Lamb: I couldn't believe it when I read last month's interview with Rick Raymo, to find he's from Newfane, VT. I had no idea tiny Newfane was such a hotbed of gaming talent! I lived there when I was a kid, and always went back to visit my relatives each summer. Talk about small world!

My family moved from Vermont to Detroit, then to Dallas–which is where I mostly grew up. All that moving around means I don't have a Texas accent, except when I'm drinking beer with my friends from back home. I went to college in Austin, which was a great place to perfect my accent (lots of great bars).

DW: When and how did you get started with POV?

RL: I used to work as an electrical engineer, and got to work on great graphics, image processing, and sound processing projects. I left the computer industry to travel for about 2 years (at least, that was the plan). Five years later, I found myself in Tahoe at the end of ski season, wondering where all the money went. I didn't want to move back to a city, and got incredibly lucky to find POV was hiring. I was thrilled to get to stay in the mountains, and still have a "real" job again. Our office is in the mountains, right on Lake Tahoe. I'm hoping they'll let me out of the office when we ship NFL Blitz 2000 so I can remember how to ride my mountain bike. Hope I don't fall off a cliff (again), YIKES!

DW: Thigh highs or control tops (ongoing pursuit of the truth)?

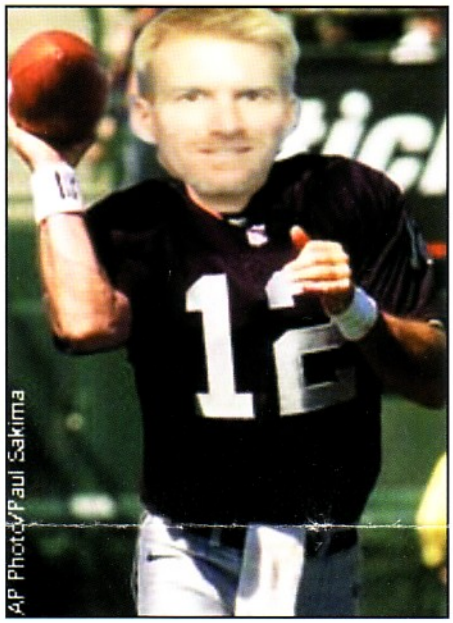
RL: Thigh highs, definitely. Wow! (Sorry, I let my imagination run away with me for a second there–one of the hazards of being in such a visual field). What was the question again?

DW: Did you work on the original Blitz? Or was Blitz 2000 your first?

RL: I started with POV when we were doing the port for the original Blitz. Next thing I knew, they made me the lead programmer on Blitz 2000. I got to deal with all kinds of fun things like schedules, and technical design documents and all other sorts of junk - oops, I mean incredibly important and useful paperwork (just in case my producer reads this, hi!).

DW: What other titles have you worked on besides Blitz 2000?

RL: Blitz is my first game title. It's been great doing this port. I'm thoroughly impressed at how well the original Midway team balanced the gameplay elements of Blitz. They have the arcade concept down cold, and I think it translates well both to the consoles and to the PC. They came up with a game that is easy to learn, immediately fun and exciting, and still has depth when you keep playing it. We've been working on Blitz and Blitz 2000 for a couple years now, and we still have a blast when we challenge each other in the office, especially in 4-player mode.



Robert Lamb has the bird's eye point of view on everything from thigh highs to hard-hitting tackles.

DW: Take a look into your crystal ball for me. Do you see Blitz moving on to the next gen systems, especially Dreamcast? What is in store for the future of POV?

RL: NFL Blitz 2000 is a launch title for the Dreamcast, so it's available right away. Midway will definitely be moving forward with all the next gen systems with Blitz. POV has quite a few projects in the works, and hopes to continue a long and lucrative relationship with Midway.

DW: Now I have to ask, which do you prefer: Glazed, Jelly or Cream filled?

RL: Jelly filled...the bigger the better. Although, there is much to be said for plain - especially when you do your own glazing, a little chocolate syrup dripped over them, perhaps? Yum. Oh, were you talking about donuts?

DW: Will there be a Blitz 2001, can you fill us in on what it will be like? Give us the insider sneak peek!

RL: I wish I could, but I don't even know yet. POV will be involved with the next version, but we haven't yet had the meeting with Midway about what new features they want. Our whole team has been brainstorming new ideas, and we each have a wish list, but we haven't consolidated lists yet. It will depend on which direction Midway wants to take the game, and what the NFL will allow us to do with the license. We have some great, fun new ideas, but not all of them fit with the license.

DW: Have you ever used a GameShark? Perhaps on Blitz?

RL: They don't actually let me play the games around here. When they unchain me from my desk, they're afraid I'll break the hardware. "Can't let the technical guys too near the equipment, you know." (Or to the public–might scare off the timid ones).

DW: What is your opinion on these next gen systems? Do you think they will fly? Or are the manufacturers beating a dead horse?

RL: I can hardly wait for the new systems, both to play all the cool new games, and to start working with them for our own projects. I think the new systems are going to bring games to a new level. Things are just going to get better and better. The power of the new consoles will hopefully allow us to balance the quest a little better between gameplay and technical innovation.

Of course, the new power also means that expectations will be much higher. I'm sure we'll have to work real hard on the technical side to wring the best performance out of each next gen system. It looks like all the multiprocessing makes tuning and balancing of system resources even more important, adding another level of complexity for the programmer. As soon as we add the level of detail to the textures and models to achieve the visual quality that will be expected on the next gen systems, we'll be running out of system memory and processor speed before you know it. Then we'll have to start applying all the tricks we learned with the previous systems.

Will they fly? That depends on marketing more than anything. I remember when IBM first shipped the PC, and I was already working with much better stuff from HP that didn't cost as much. We all thought, what idiot would buy that thing? Later, the Amiga and Betamax failed, and OS/2 never got off the ground. I've learned the hard way that marketing beats the superior product every damn time. (I don't sound bitter there do I).

I would like to thank Robert Lamb and POV for this opportunity to chat. Look to the future for more from Robert and POV. Point of View, Inc. is a leading developer of games for the Sony Playstation, Dreamcast, PC, and Nintendo 64. Since February 1996, Point of View has developed over twelve titles, including NFL Blitz, NFL Blitz 2000, Mortal Kombat Trilogy, Sports Car GT and Ready 2 Rumble.

News

THE BIGWAVE

Give a Big Wave and Welcome the Big Wave

Using the Big Wave CD is even more fun when you're eating big wafers, or graham crackers!

If you have a PlayStation and a GameShark for that PlayStation, you need to subscribe to the Big Wave CD! I know, what has the Big Wave done for you lately? You need to order it, first... Then you'll see. The Big Wave, first of all, will upgrade your GameShark to the latest available version. This will not upgrade your standard Gameshark to a GameShark Pro, however. If you have a standard GameShark, you'll be upgraded to the highest available version of GameShark and if you have a GameShark Pro, blah blah the highest available version of GameShark Pro. But wait, there's more! You get GameShark codes, which can be directly loaded into your GameShark. No more pesky input screens for you! You get programmer cheats that can open up a world of cool features in your games, like exploding ham sandwiches in Soul Reaver. You get game saves, which can be transferred directly to your memory card. You get exclusive codes, which can be found nowhere else. This is what you get. $16.00 is how much you pay for 4 Big Wave CDs, distributed over the course of 1 year.

To order, fill out the form in the back of this issue, and don't forget to send a check or money order for the appropriate amount. We ain't giving these away!

Working to keep you guys on top!

InterAct's GameShark upgrade policy has changed. We have an updated software version that's compatible with most N64 games available. If you own a N64 GameShark (SV-374), version 0.0 to 2.99, send in your GameShark along with $10 to receive a software update, or send $35 with your GameShark to upgrade to a GameShark Pro.

If you own a PSX GameShark (SV-1104), version 0.0 to 2.99, send in your GameShark along with $35 to upgrade to GameShark Pro.

If you own PSX GameShark version 2.0 or above: Subscribe to Big Wave and receive 4 upgrades per year, guaranteed. Plus receive any supplement CD's if a software update is needed.

And lastly, if you own Game Boy GameShark (SV-924), all versions, send in your GameShark along with $20 to upgrade to the GameShark Pro.

GameShark gets a facelift, a belly tuck and a labotomy!

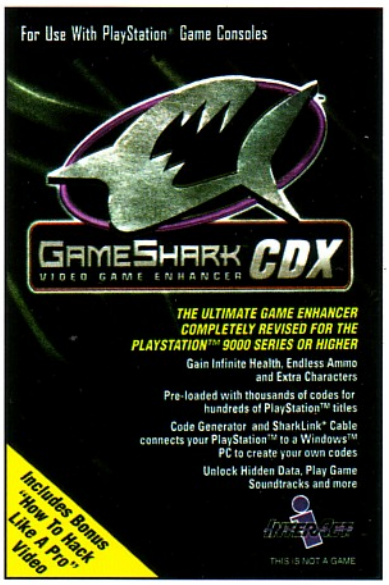
Coming to you live and direct via your favorite videogame retailer, GameShark CDX for PlayStation® game console. Now you, yes you, can have the next generation in cheating technology! Take your gaming to higher levels than ever before with these far-out features:

- PSX 9000 series compatible
- Select codes for hundreds of preloaded games!
- Preloaded with thousands of codes!
- CD Explorer feature allows you to view in-game movies and listen to a game's soundtrack!
- Built-in Code Generator (when used w/ the SharkLink, sold separately)
- Included, at no extra charge, 'Hack Like a Pro' tutorial video!
- Next generation GameShark technology
- $49.99 for the GameShark CDX and $14.99 for the SharkLink

A completely revised and updated version of the popular GameShark, the GameShark CDX is the ultimate game enhancer for the PlayStation® game console! This next generation of GameShark, the GameShark CDX, is compatible with every model of PlayStation®–even the new 9000 series. The all-new GameShark CDX plugs into the memory card port on any model PlayStation. From the menu screen, you can update codes and even unlock special graphic and sound files stored on some games.

Watch out on www.gameshark.com for more news about GameShark CDX and how to get your own SharkLink cable. Don't have a computer? Ask your local retailer for release dates and availability beginning in November 1999.

ABUSE THE POWER!


For Use With PlayStation® Game Consoles
GAMESHARK CDX
VIDEO GAME ENHANCER
THE ULTIMATE GAME ENHANCER COMPLETELY REVISED FOR THE PLAYSTATION™ 9000 SERIES OR HIGHER
Gain Infinite Health, Endless Ammo and Extra Characters
Pre-loaded with thousands of codes for hundreds of PlayStation™ titles
Code Generator and SharkLink® Cable connects your PlayStation™ to a Windows™ PC to create your own codes
Unlock Hidden Data, Play Game Soundtracks and more
Includes Bonus "How To Hack Like A Pro" Video
THIS IS NOT A GAME

NOW DEPARTING TRAIN 34
WITH SERVICE TO THE ENDZONE, THE NATIONAL CHAMPIONSHIP AND POINTS BEYOND.
TEXAS
NCAA FOOTBALL 2000
NATIONAL TOURNAMENT
Crush the Campus Competition and we'll fly you to the National Finals
Play the new NCAA Football 2000 game on the PlayStation and win prizes
Check out the Tour updates at www.easports.com
Date:
Time:
Location:

Vegas, Baby!

InterAct and EA Sports have teamed up to find the king (no, not Elvis) of NCAA Football 2000!

EA Sports is taking a tour of 64 colleges, and they're bringing along Barracuda 2's from InterAct, as well as copies of NCAA Football 2000. At each stop, a NCAA Football 2000 Tournament will be held. EA is looking for the B.M.O.C (Big Man On Campus), and when they find that person, they'll send them to Las Vegas to compete with the other 63 college campus winners to find the king of the game!

The contest starts September 1, and runs through December 18. The 64 chosen ones will fly out to Las Vegas to participate in the showdown. The championship will take place at the All-American Sports Park, where the best player will be crowned king!

GameShark Merchandise

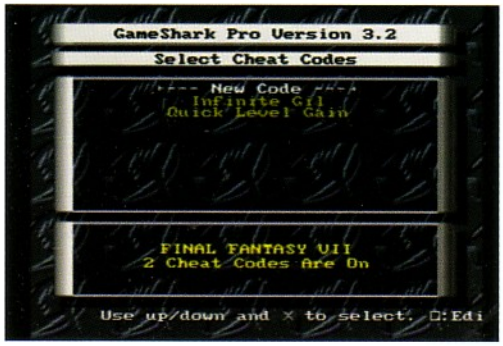
We tried to write a theme song like Old Navy's, but sharks don't sing that well. Still, here goes: "GameShark, GameShark—T-shirts from InterAct!"

• 100% Cotton • Embroidered Logo •

Hackers Heaven

Learn How To Hack Like A Pro, From The Pros

Well, it's time for the wacky world of hacking help and guidelines to continue. This time we shall talk about how certain codes work. For instance, let's start with the 'No Random Battle' code for FF7 code work? For the most part, most games have a random number generator that determines how many steps you must take before a battle will begin. So, let's say you've found the address for the number of steps you must take before a battle will begin. Your next step is to make that address constant. There are 2 types of 'No Random Battle' code: codes that increase, and codes that decrease. Below is an example of both:



Codes that increase tend to be easiest to find. First allow your character to begin a battle (be sure to win the battle!). Without taking any steps, press the GS Button and start with an initial search. (Note: If the code is in fact increasing, the normal value upon exiting a battle is zero) Move your character a few steps forward and perform a greater-than search. Walk a few more steps, perform a greater-than search again. Your last step is to initiate a battle and exit. Your next step is to run a less-than search. Repeat this procedure until you get to a manageable size of possibilities to work with. Once you find the correct code, you will be able to walk around until your little hearts content without getting into a battle, astonishing isn't it?

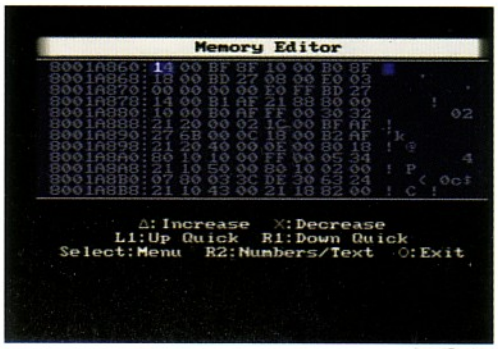
Let's say we've tried again and again to find an increasing 'No Random Battle' code without luck. That leaves us one alternative, find a code that decreases! These codes tend to be slightly more difficult to locate, but are still easy at best. Begin by starting a battle and exit just like before, without walking. At this point perform an initial search. (Note: This tends to be a little more difficult because the codes are not always equal to the same value upon exiting a battle. So an 'equal to' search of the value upon exiting 2 battles in a row, will not work.) Next, walk a few steps, press the GS Button and perform a 'less than' search. Walk a few more steps and perform a 'less than' search again. Get your character into a battle again, exit and perform a greater than search. Just as before, repeat this procedure until you get to a manageable size of possibilities to work with. And soon you won't be bothered by those lame battles ever again! Almost the same procedures as finding the increasing code...ALMOST!

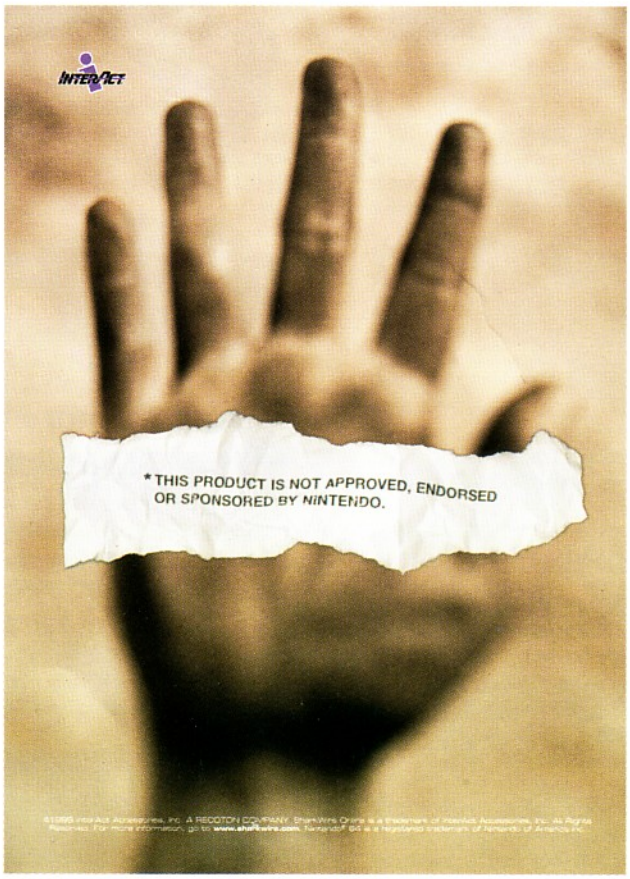
And there we have it. The ability to create a 'No Random Battles' code with your GS Pro and/or hacking software. Since the game's programmer never intended to include a code like this inside the game's programming, there may be random lockups or places you can't access. So, until next time, keep on hackin' and defeat those RPG's in 10 hours or less or your money back!

Should these tips work incorrectly, you can forward your comments to:

somebodywhocares@shhhh.com

Abuse the Power:
-Code Master





WHAT DON'T THEY WANT YOU TO KNOW?

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It's called SharkWire Online! It plugs into your Nintendo 64 game system and hooks you into an underground movement. A cryptic, secure underworld that unlocks game codes and strategies you were never meant to see. News you were never meant to read. And communication with gamers you were never meant to meet. We have the gateway in. What happens to you after that is anyone's guess.

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The V-Mem Virtual Memory Card System (PSX I-22-300, SRP: $29.99) is a radical new game save system that can safely store up to 60 PlayStation® memory cards worth of game save data in "virtual memory." It's like having a hard drive for your PlayStation! Stores dozens of saves and view/access them at the touch of a button with unique Memory Card Manager technology. Not compatible with PlayStation model series 9000 and higher.

Quantum FighterPad

Prepare to take quantum leap in controller technology with the Quantum FighterPad (DC I-20-009, SRP: $23.99). As the premiere controller for Sega Dreamcast video game console, the Quantum FighterPad features a fully programmable, eight-button layout: six arcade-style fire buttons on top of the controller that are perfect for fighting and sports games and two shoulder triggers underneath. User the Quantum's program features and assign multi-step combination to a single button. Dual slots allow you to simultaneously connect and operate a Visual Memory Card and TremorPak.

Game Boy Mega Memory Card

The Mega Memory Card (GBC I-24-607, SRP: $19.99) is a unique game save device that has the capacity to store up to 100 Game Boy game saves. Using the Mega Memory Card's user friendly interface, you can easily store, organize and transfer game saves for all of your favorite Game Boy titles, including Pokemon!

AstroPad

Let the dream begin! The AstroPad (DC P-20-007, SRP: $19.99) is the perfect entry level controller for your Dreamcast video game console. The controller features eight-way direction control, six fire buttons and auto-fire. The AstroPad also supports both analog and digital play modes.

GoldPak

Create some golden video game moments with this limited edition Gold Controller and Memory Card set (N64 GPK, SRP: $16.95). The controller provides eight-way digital direction controller, five fire buttons, while the memory card stores all your saves in 123-blocks of storage space.

Three Memory Card/ Two Controller Pak

Here's one great deal that's packed with two or three surprises. Packed inside for your video game pleasure are two controllers and three memory cards (PSX B-2337, SRP: $31.99). The controllers feature eight-way direction control and eight fire buttons, while the memory cards provide 15 blocks of storage space for your favorite game saves!

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CODES

plays tation

Enable Iceburg Let Us Level
80056b540001
for Centipede

Centipede

Enable A Bridge Over Molten Magma Level 80056c800001
Enable A Glacier Runs Through It Level 80056b180001
Enable A Hero's Reckoning Level 80056dac0001
Enable Ant May Level 80056a640001
Enable Born of Fire Level 80056d700001
Enable But It's a Dry Heat Level 80056d340001
Enable Celtic Frost Level 80056b900001
Enable City Wall Level 80056a280001
Enable Curiosity Caught the Wee Level 80056f8c0001
Enable Four Score Level 800569ec0001
Enable Furnace of Fools Level 80056cf80001
Enable Have Last Level Completed 8005707c0001
Enable Her Dead Power, The Queen Pede Level 80057040001
Enable Huckleberry Friend Level 80056c080001
Enable Iceburg Let Us Level 80056b540001
Enable Jump in the Fire Level 80056c440001
Enable Motel of Lost Champions Level 80056bcc0001
Enable Schmokenden Level 80056cbc0001
Enable The Crack of Doom Level 800569b00001
Enable Things Crawl in the Darkness Level 80056fc80001
Enable This Mad Machinery Level 80056f500001
Enable Trapped Under Ice Level 80056aa00001
Enable Your Back's Against No Wall Level 80057040001

Chocobo Racing

Max Stats in Edit Mode (Press Select) d007b1200100
Max Stats in Edit Mode (Press Select) 8008d75a6363
Max Stats in Edit Mode (Press Select) d007b1200100
Max Stats in Edit Mode (Press Select) 8008d75c6363
Max Stats in Edit Mode (Press Select) d007b1200100
Max Stats in Edit Mode (Press Select) 3008d75e0063
Have All Crowns + Classes 801e9290ffff
Have All Crowns + Classes 801e9292ffff
Enable All Music 800e9294ffff
Enable All Music 800e9296ffff
Enable All Movies 801e9298ffff
Enable All Characters + Tracks 801e929cffff
Enable All Characters + Tracks 300af04f0008
Time is 0:00:00 800303382400

Croc 2

Always Have Key 80076B540001
Always Have Magic Eye Zoomers 80076B780002
Infinite Lives 80076AC00009
Max Crystals D0076B4C0000
Max Crystals 80076B4C0063
Max Lives 80076ABC0009
Max Swap Meet Pete Card 80076AC4270F
Enable Cheat Menu (Press L2 + R2) 8006ff880001

Enable Minis Cheat
800864bcfffe
for Driver

Driver

Backwards Mode 8009d5b00001
Bomb Never Blows Up 80097428000
Drive Thru Walls 8004b9de1000
Enable Antipodean Cheat 80086564ffffe
Enable Antipodean Cheat 80086566ffff
Enable Credits 800863dcfffe
Enable Credits 800863deffff
Enable Immunity Cheat 8008644cffffe
Enable Immunity Cheat 80086444ffff
Enable Invincibility Cheat 80086414ffffe
Enable Invincibility Cheat 80086416ffff
Enable Minis Cheat 800864bcfffe
Enable Minis Cheat 800864beffff
Enable Rear Wheel Cheat 80086484ffffe
Enable Rear Wheel Cheat 80086486ffff
Enable Stilts Cheat 800864f4fffe
Enable Stilts Cheat 800864f6ffff
Have All Flags 800c6c940064
Low Gravity Mode 8009d5a80001
Low Rider Mode 8009adaaffff
Press L To Levitate 8001c00cc000
Press L To Levitate 8001c00e0c07
Press L To Levitate 801f00000009
Press L To Levitate 801f00023c01
Press L To Levitate 801f00046db4
Press L To Levitate 801f00068421
Press L To Levitate 801f000a2400
Press L To Levitate 801f000c0004
Press L To Levitate 801f000e3021
Press L To Levitate 801f00100002
Press L To Levitate 801f00121020
Press L To Levitate 801f00162400
Press L To Levitate 801f0018007f
Press L To Levitate 801f001a2442
Press L To Levitate 801f001c0008
Press L To Levitate 801f001e03e0
Press L To Levitate 801f00222400
Scare Meter Maxed 800c6ea006a4
Stop Traffic 8001bfc8ad64
Stop Traffic 8001bfca3421
Stop Traffic 8001bfdc0014
Stop Traffic 8001bfde1429
Stop Traffic 8003fdcc0009
Stop Traffic 8003fdce3c01
Stop Traffic 8003fdd8ad64
Stop Traffic 8003fdda3421
Stop Traffic 8003fe0a1432

Echo Night

Always In Best Condition 801a6b500005
Freeze Timer 8009f9c4ffff
Infinite Curing Potion On Pickup 801bebe20005
Pedometer Reads 1 ..... 801a6b4c0001

Einhander

Invincible Weapons (Top Ammo Pod Position) 8008483003c0
Invincible Weapons (Top Ammo Pod Position) 80084b6203c0
Invincible Weapons (Bottom Ammo Pod Position) 8008498003c0
Invincible Weapons (Bottom Ammo Pod Position) 80084cb203c0

Final Fantasy Tactics

World Debug Menu d01980900000
World Debug Menu 801980900006
Battle Debug Menu 8016bc1c0003

Final Fantasy VII

Debug Mode 8009a05c0041
Debug Mode 8009abf60041

P1 Wins Tournament
80101e780000
for Hot Shots Golf

Hot Shots Golf

P1 Wins Tournament 80101e780000
P1 Wins Tournament 50001e020000
P1 Wins Tournament 80101e3800ff
P1 Wins Tournament 80101e7400ff
P1 Wins Tournament 80101e7600ff

Hot Wheels Turbo Racing

Infinite Turbos 301298400009
Add Turbos 8003fd900001
Max Tournament Points 801397c800ff
Max Points 8012950ffffff
Max Points 801295f2000f
Start on Lap 4 ..... d01295ac0000
Start on Lap 4 ..... 301295ac0003
P1- Unlock All Cars + Cups 801397b8ffff
P1- Unlock All Cars + Cups 801397baffff
P1- Unlock All Cars + Cups 801397bcffff
P2 - Unlock All Car + Cups 80139878ffff
P2 - Unlock All Car + Cups 8013987affff
P2 - Unlock All Car + Cups 8013987cffff
Unlock All Tracks 801397c0ffff

Jade Cocoon

99 Empties 8008b8180063
All Enemies Have 1 HP 800b13140001
All Enemies Have 1 HP 800b139c0001
All Enemies Have 1 HP 800b14240001
Infinite HP Levant 8008bd4003e7
Infinite HP Minion 1 ..... 8008bf8403e7
Infinite HP Minion 2 ..... 8008c07c03e7
Infinite HP Minion 3 ..... 8008c17403e7
Infinite Money 8008b594ffff
Infinite MP Minion 1 ..... 8008bf8803e7
Infinite MP Minion 2 ..... 8008c08003e7
Infinite MP Minion 3 ..... 8008c17803e7
Level 99 Minion 1 ..... 8008bfc00063
Level 99 Minion 2 ..... 8008c0b80063
Level 99 Minion 3 ..... 8008c1b00063
Max Attack Levant 3008bd640063
Max Defense Levant 3008bd650063
Max HP Levant 8008bd4203e7
Max HP Minion 1 ..... 8008bf8603e7
Max HP Minion 2 ..... 8008c07e03e7
Max HP Minion 3 ..... 8008c17603e7
Max Magic A Levant 3008bd660063
Max Magic D Levant 3008bd670063
Max MP Minion 1 ..... 8008bf8a03e7
Max MP Minion 2 ..... 8008c08203e7
Max MP Minion 3 ..... 8008c17a03e7
Max Speed Levant 3008bd680063
Start With All Minion Skins 8008b7980300
Start With All Minion Skins 8008b79a0301
Start With All Minion Skins 8008b79c0302
Start With All Minion Skins 8008b79e0303
Start With All Minion Skins 8008b7a00304
Start With All Minion Skins 8008b7a20305
Start With All Minion Skins 8008b7a40306
Start With All Minion Skins 8008b7a60307

Metal Gear Solid

Press L1 For Cold PAL Key d00b2d600004
Press L1 For Cold PAL Key 800b759a0002
Press L1 For Cold PAL Key d00b2d580004
Press L1 For Cold PAL Key 800b75920002
Press R1 For Normal PAL Key d00b2d600008
Press R1 For Normal PAL Key 800b759a0000
Press R1 For Normal PAL Key d00b2d580008
Press R1 For Normal PAL Key 800b75920000
Press R2 For Hot PAL Key d00b2d600002
Press R2 For Hot PAL Key 800b759a0001
Press R2 For Hot PAL Key d00b2d580002
Press R2 For Hot PAL Key 800b75920001

NFL Blitz 2000

Team 1 Score 0 ..... 801ac5540000
Team 1 Score 99 ..... 801ac5540063
Team 2 Score 0 ..... 801ac56c0000
Team 2 Score 99 ..... 801ac56c0063
P1 Infinite Turbo 801ac6ae0064
P2 Infinite Turbo 801ac6da0064
P3 Infinite Turbo 801ac7060064
P4 Infinite Turbo 801ac7320064
P1 No Turbo 801ac6ae0000
P2 No Turbo 801ac6da0000
P3 No Turbo 801ac7060000
P4 No Turbo 801ac7320000
Team 1 Always On Fire 801ac63c0001
Team 2 Always On Fire 801ac6400001
Team 1 Never On Fire 801ac63c0000
Team 2 Never On Fire 801ac6400000
Team 1 Always Has Ball 801ac5900000
Team 1 Always Has Ball 801ac5980000
Team 2 Always Has Ball 801ac5900001
Team 2 Always Has Ball 801ac5980001
Team 1 Touchdown 2 pts d01ac5980000
Team 1 Touchdown 2 pts 800442b40002
Team 1 Touchdown 2 pts d01ac5980001
Team 1 Touchdown 2 pts 800442b40006
Team 2 Field Goal 0 pts d01ac5980000
Team 2 Field Goal 0 pts 800444240000
Team 2 Field Goal 0 pts d01ac5980001
Team 2 Field Goal 0 pts 800444240003
Team 1 No Extra Pts d01ac5980000
Team 1 No Extra Pts 80139ca80000
Team 1 No Extra Pts d01ac5980001
Team 1 No Extra Pts 80139ca80001
Team 1 Safety 0 pts d01ac5980000
Team 1 Safety 0 pts 800441940000
Team 1 Safety 0 pts d01ac5980001
Team 1 Safety 0 pts 800441940002
Team 1 No 2-Point Conversions d01ac5980000
Team 1 No 2-Point Conversions 800443800000
Team 1 No 2-Point Conversions d01ac5980001
Team 1 No 2-Point Conversions 800443800002
Team 2 Touchdowns 2 pts d01ac5980001
Team 2 Touchdowns 2 pts 800442b40002
Team 2 Touchdowns 2 pts d01ac5980000
Team 2 Touchdowns 2 pts 800442b40006
Team 2 Field Goal 0 pts d01ac5980001
Team 2 Field Goal 0 pts 800444240000
Team 2 Field Goal 0 pts d01ac5980000
Team 2 Field Goal 0 pts 800444240003
Team 2 No Extra Pts d01ac5980001
Team 2 No Extra Pts 80139ca80000
Team 2 No Extra Pts d01ac5980000
Team 2 No Extra Pts 80139ca80001
Team 2 Safety 0 pts d01ac5980001
Team 2 Safety 0 pts 800441940000
Team 2 Safety 0 pts d01ac5980000
Team 2 Safety 0 pts 800441940002
Team 2 No 2-Point Conversions d01ac5980001
Team 2 No 2-Point Conversions 800443800000
Team 2 No 2-Point Conversions d01ac5980000
Team 2 No 2-Point Conversions 800443800002
Team 1 Touchdown 50 pts d01ac5980000
Team 1 Touchdown 50 pts 800442b40032
Team 1 Touchdown 50 pts d01ac5980001
Team 1 Touchdown 50 pts 800442b40006
Team 1 Field Goal 50 pts d01ac5980000
Team 1 Field Goal 50 pts 800444240032
Team 1 Field Goal 50 pts d01ac5980001
Team 1 Field Goal 50 pts 800444240003
Team 1 Extra Point 10 pts d01ac5980000
Team 1 Extra Point 10 pts 80139ca8000a
Team 1 Extra Point 10 pts d01ac5980001
Team 1 Extra Point 10 pts 80139ca80001
Team 1 Safety 10 pts d01ac5980000
Team 1 Safety 10 pts 8004194000a
Team 1 Safety 10 pts d01ac5980001
Team 1 Safety 10 pts 800441940002
Team 1 2-Point Conversion 10 pts d01ac5980000
Team 1 2-Point Conversion 10 pts 8004380000a
Team 1 2-Point Conversion 10 pts d01ac5980001
Team 1 2-Point Conversion 10 pts 800443800002
Team 2 Touchdown 50 pts d01ac5980001
Team 2 Touchdown 50 pts 800442b40032
Team 2 Touchdown 50 pts d01ac5980000
Team 2 Touchdown 50 pts 800442b40006
Team 2 Field Goal 50 pts d01ac5980001
Team 2 Field Goal 50 pts 800444240032
Team 2 Field Goal 50 pts d01ac5980000
Team 2 Field Goal 50 pts 800444240003
Team 2 Extra Point 10 pts d01ac5980001
Team 2 Extra Point 10 pts 80139ca8000a
Team 2 Extra Point 10 pts d01ac5980000
Team 2 Extra Point 10 pts 80139ca80001
Team 2 Safety 10 pts d01ac5980001
Team 2 Safety 10 pts 8004194000a
Team 2 Safety 10 pts d01ac5980000
Team 2 Safety 10 pts 800441940002
Team 2 2-Point Conversion 10 pts d01ac5980001
Team 2 2-Point Conversion 10 pts 8004380000a
Team 2 2-Point Conversion 10 pts d01ac5980000
Team 2 2-Point Conversion 10 pts 800443800002

NFL GameDay 2000

P1 - First Down (Press L1) d00fcf800004
P1 - First Down (Press L1) 800fcfdc0001
P1 - Fourth Down (Press L2) d00fcf800001
P1 - Fourth Down (Press L2) 800fcfdc0004
P2 - First Down (Press L1) d00fcf900004
P2 - First Down (Press L1) 800fcfdc0001
P2 - Fourth Down (Press L2) d00fcf900001
P2 - Fourth Down (Press L2) 800fcfdc0004
Home Team Scores 0 ..... 800fced40000
Home Team Scores 99 ..... 800fced40063
Away Team Scores 0 ..... 800fced80000
Away Team Scores 99 ..... 800fced80063

NFL Xtreme 2

Away Team Score 99 ..... 800cef220063
Away Team Scores 0 ..... 800cef220000
Home Team Score 0 ..... 800cef200000
Home Team Score 99 ..... 800cef200063
Big Head Mode 30011250000l
Flat Head Mode 00112510001
Crazy Mode 300112520001
Long Neck Mode 300112530001
Big Players Mode 300112540001
Tiny Players Mode 300112550001
Long Arms Mode 300112560001
Short Arms Mode 300112570001
Play on Aircraft Carrier 300112580001
Play on the Moon 300112590001
Play on City Scape 3001125a0001
Play in Egypt 3001125b0001
Play on Pool Table 3001125c0001

RC Stunt Copter

Enable All Stages 800CD43CFFFF
Enable All Stages 800CD43EFFFF
Enable All Stages 800CD440FFFF
Enable All Stages 800CD442FFFF
Enable All Stages 800CD444FFFF
Enable All Stages 800CD446FFFF
Enable All Stages 800CD448FFFF
Enable All Stages 800CD44AFFFF
Enable All Stages 800CD44CFFFF
Enable All Stages 800CD44EFFFF
Max Score 800CD468FFFF
Max Score 800CD46A000F

R-Type Delta

Infinite Lives 8001014e003
Infinite Continue Timer 801c89980009
Infinite Continues 80065c122400
Add Continues 80065c0c0001
Enable Ships + Level Select 80013a4cffff
Enable Ships + Level Select 80013a4e00ff
Enable All Gallery 80013a44ffff
Max Score 801530dcffff
Max Score 801530de00ff

ShadowMan

Infinite Shotgun Shells 800c13d80032
Infinite Violator Ammo 800c13dc000a
Infinite 9mm Shells 800c13e4004
The Prophecy d00bc0180000
The Prophecy 800bc0180003
Jack's Journal d00bc01e0000
Jack's Journal 800bc01e0003
Book Of Shadows d00bc0200000
Book Of Shadows 800bc0200003
Teddy Bear d00bc0240000
Teddy Bear 800bc0240003
Accumulator d00bc0280000
Accumulator 800bc0280003
Enseigne d00bc02c0000
Enseigne 800bc02c0003
Asson d00bc0300000
Asson 800bc0300003
SMG d00bc0340000
SMG 800bc0340003
Flashlight d00bc0380000
Flashlight 800bc0380003
Engineers Key d00bc03c0000
Engineers Key 800bc03c0003
Flambeau d00bc0400000
Flambeau 800bc0400003
Handgun d00bc0440000
Handgun 800bc0440003
Shotgun d00bc0480000
Shotgun 800bc0480003
Key Card d00bc04c0000
Key Card 800bc04c0003
Violator d00bc0500000
Violator 800bc0500003
Marteau d00bc0540000
Marteau 800bc0540003
Baton d00bc0580000
Baton 800bc0580003
MP 909 ..... d00bc05c0000
MP 909 ..... 800bc05c0003
Shotgun 2 ..... d00bc0600000
Shotgun 2 ..... 800bc0600003
Retractor d00bc0640000
Retractor 800bc0640003
Spare d00bc0680000
Spare 800bc0680003
Calabash d00bc06c0000
Calabash 800bc06c0003
Spare d00bc0700000
Spare 800bc0700003
Spare d00bc0740000
Spare 800bc0740003
Prism d00bc0780000
Prism 800bc0780003
L'Eclipser: La Lune d00bc07c0000
L'Eclipser: La Lune 800bc07c0003
L'Eclipser: La Soleil d00bc0800000
L'Eclipser: La Soleil 800bc0800003
L'Eclipser: La Lame d00bc0840000
L'Eclipser: La Lame 800bc0840003

Star Gladiator

Hit Your Opponent Anywhere On The Screen 801468d22400
Hit Your Opponent Anywhere On The Screen 80146a362400

Syndicate Wars

World Debug Menu d01980900000
World Debug Menu 801980900006
Battle Debug Menu 8016bc1c0003

Syphon Filter

1 Shot Kills Enemy - Any Level 801168d00100

Tobal No. 1

Hit Your Opponent Anywhere On The Screen
..... 80036cde2400
Hit Your Opponent Anywhere On The Screen
..... 80036dee2400

P4 Infinite Energy
800F25000000
for WWF Attitude

WWF Attitude

0% in Move List 800626FC0000
Enable Everything 800CB33809FF
Enable Everything 800CB33AF000
Enable Everything 800CB33CAF5C
Enable Everything 800CB33EFFFF
Infinite Creation Points 800699500000
P1 Infinite Energy D0038C041021
P1 Infinite Energy 800EC2A40000
P1 Infinite Energy D0038C041021
P1 Infinite Energy 800EC2A60000
P1 No Energy D0038C041021
P1 No Energy 800EC2A4000F
P1 No Energy D0038C041021
P1 No Energy 800EC2A6000F
P2 Infinite Energy D0038C041021
P2 Infinite Energy 800EE9100000
P2 Infinite Energy D0038C041021
P2 Infinite Energy 800EE9120000
P2 No Energy D0038C041021
P2 No Energy 800EE910000F
P2 No Energy D0038C041021
P2 No Energy 800EE912000F
P3 Infinite Energy D0038C041021
P3 Infinite Energy 800F07080000
P3 Infinite Energy D0038C041021
P3 Infinite Energy 800F070A0000
P3 No Energy D0038C041021
P3 No Energy 800F0708000F
P3 No Energy D0038C041021
P3 No Energy 800F070A000F
P4 Infinite Energy D0038C041021
P4 Infinite Energy 800F25000000
P4 Infinite Energy D0038C041021
P4 Infinite Energy 800F25020000
P4 No Energy D0038C041021
P4 No Energy 800F2500000F
P4 No Energy D0038C041021
P4 No Energy 800F2502000F
Infinite Time Out of Ring d0038c041021
Infinite Time Out of Ring 800ec1a00359
P1 Tie Up Meter Full 800ee890ffff
P1 Tie Up Meter Empty 800ee8900000
P2 Tie Up Meter Full 800ec224ffff
P2 Tie Up Meter Empty 800ec2240000
P1 Super Strength d0038c041021
P1 Super Strength 800ec2fcffff
P1 Invincible d0038c041021
P1 Invincible 800ec3000000
P1 Super Speed d0038c041021
P1 Super Speed 800ec304ffff
P1 Super Stamina d0038c041021
P1 Super Stamina 800ec308ffff
P1 Instant Recovery d0038c041021
P1 Instant Recovery 800ec30cffff
P2 Super Strength d0038c041021
P2 Super Strength 800ee968ffff
P2 Invincible d0038c041021
P2 Invincible 800ee96c0000
P2 Super Speed d0038c041021
P2 Super Speed 800ee970ffff
P2 Super Stamina d0038c041021
P2 Super Stamina 800ee974ffff
P2 Instant Recovery d0038c041021
P2 Instant Recovery 800ee978ffff
P3 Super Strength d0038c041021
P3 Super Strength 800f0760ffff
P3 Invincible d0038c041021
P3 Invincible 800f07640000
P3 Super Speed d0038c041021
P3 Super Speed 800f0768ffff
P3 Super Stamina d0038c041021
P3 Super Stamina 800f076cffff
P3 Instant Recovery d0038c041021
P3 Instant Recovery 800f0770ffff
P4 Super Strength d0038c041021
P4 Super Strength 800f2558ffff
P4 Invincible d0038c041021
P4 Invincible 800f255c0000
P4 Super Speed d0038c041021
P4 Super Speed 800f2560ffff
P4 Super Stamina d0038c041021
P4 Super Stamina 800f2564ffff
P4 Instant Recovery d0038c041021
P4 Instant Recovery 800f2568ffff
Max Strength 300cb7000020
Max Toughness 300cb7010020
Max Speed 300cb7020020
Max Recovery 300cb7030020
Max Charisma 300cb7040020
Max Mat Skills 300cb7050020
P1 Can't Be Pinned D0038C041021
P1 Can't Be Pinned 800EC22C0000
P1 - P2 Quick Pin (Press Select) ... D00D0B400100
P1 - P2 Quick Pin (Press Select) ... 800EE8980086
P1 - P3 Quick Pin (Press Select) ... D00D0B400100
P1 - P3 Quick Pin (Press Select) ... 800F06900086
P1 - P4 Quick Pin (Press Select) ... D00D0B400100
P1 - P4 Quick Pin (Press Select) ... 800F24880086
P2 Can't Be Pinned D0038C041021
P2 Can't Be Pinned 800EE8980000
P2 - P1 Quick Pin (Press Select) ... D00D0B440100
P2 - P1 Quick Pin (Press Select) ... 800EC22C0086
P2 - P3 Quick Pin (Press Select) ... D00D0B440100
P2 - P3 Quick Pin (Press Select) ... 800F06900086
P2 - P4 Quick Pin (Press Select) ... D00D0B440100
P2 - P4 Quick Pin (Press Select) ... 800F24880086
P3 Can't Be Pinned D0038C041021
P3 Can't Be Pinned 800F06900000
P3 - P1 Quick Pin (Press Select) ... D00D0B480100
P3 - P1 Quick Pin (Press Select) ... 800EC22C0086
P3 - P2 Quick Pin (Press Select) ... D00D0B480100
P3 - P2 Quick Pin (Press Select) ... 800EE8980086
P3 - P4 Quick Pin (Press Select) ... D00D0B480100
P3 - P4 Quick Pin (Press Select) ... 800F24880086
P4 Can't Be Pinned D0038C041021
P4 Can't Be Pinned 800F24880000
P4 - P1 Quick Pin (Press Select) ... D00D0B4C0100
P4 - P1 Quick Pin (Press Select) ... 800EC22C0086
P4 - P2 Quick Pin (Press Select) ... D00D0B4C0100
P4 - P2 Quick Pin (Press Select) ... 800EE8980086
P4 - P3 Quick Pin (Press Select) ... D00D0B4C0100
P4 - P3 Quick Pin (Press Select) ... 800F06900086
No Countout - Everyone 800387722400
P1 - No Countout D0038C041021
P1 - No Countout 800EC1A00384
P1 - P2 Quick Countout (Press X) .. D00D0B400040
P1 - P2 Quick Countout (Press X) .. 800EE80C0000
P1 - P3 Quick Countout (Press X) .. D00D0B400040
P1 - P3 Quick Countout (Press X) .. 800F06040000
P1 - P4 Quick Countout (Press X) .. D00D0B400040
P1 - P4 Quick Countout (Press X) .. 800F23FC0000
P2 - No Countout D0038C041021
P2 - No Countout 800EE80C0384
P2 - P1 Quick Countout (Press X) .. D00D0B440040
P2 - P1 Quick Countout (Press X) .. 800EC1A00000
P2 - P3 Quick Countout (Press X) .. D00D0B440040
P2 - P3 Quick Countout (Press X) .. 800F06040000
P2 - P4 Quick Countout (Press X) .. D00D0B440040
P2 - P4 Quick Countout (Press X) .. 800F23FC0000
P3 - No Countout D0038C041021
P3 - No Countout 800F06040384
P3 - P1 Quick Countout (Press X) .. D00D0B480040
P3 - P1 Quick Countout (Press X) .. 800EC1A00000
P3 - P2 Quick Countout (Press X) .. D00D0B480040
P3 - P2 Quick Countout (Press X) .. 800EE80C0000
P3 - P4 Quick Countout (Press X) .. D00D0B480040
P3 - P4 Quick Countout (Press X) .. 800F23FC0000
P4 - No Countout D0038C041021
P4 - No Countout 800F23FC0384
P4 - P1 Quick Countout (Press X) .. D00D0B4C0040
P4 - P1 Quick Countout (Press X) .. 800EC1A00000
P4 - P2 Quick Countout (Press X) .. D00D0B4C0040
P4 - P2 Quick Countout (Press X) .. 800EE80C0000
P4 - P3 Quick Countout (Press X) .. D00D0B4C0040
P4 - P3 Quick Countout (Press X) .. 800F06040000

X-Men Vs. Street Fighter

Hit Your Opponent Anywhere On The Screen
..... 8003346e2400
Hit Your Opponent Anywhere On The Screen
..... 800334ee2400

Command & Conquer

Instant Air Strike (GDI) 800962a40032
Instant Air Strike (GDI) 800C4e5000ff
Instant Air Strike (NOD) 800962a40032
Instant Air Strike (NOD) 800c4ff800ff
Instant Ion Cannon (GDI) 800962a50033
Instant Ion Cannon (GDI) 800c4e3000ff
Instant Ion Cannon (NOD) 800962a50033
Instant Ion Cannon (NOD) 800c4fd800ff
Instant Nuclear Strike (GDI) 800962a60034
Instant Nuclear Strike (GDI) 800c4e7000ff
Instant Nuclear Strike (NOD) 800962a60034
Instant Nuclear Strike (NOD) 800c501800ff

Infinite Grenades
8111a7220063
for Duke Nukem: Zero Hour

Duke Nukem: Zero Hour

Have Pistol 8111a6a80001
Infinite Ammo Pistol 8111a6aa0063
Infinite Ammo Pistol 8111a6b00000
Never Reload Pistol 8111a6b20000
Have Shotgun 8111a6d00001
Infinite Shotgun Shells 8111a6d20063
Infinite Shotgun Shells 8111a6d80000
Never Reload Shotgun 8111a6da0000
Have Machine Gun 8111a6f80001
Infinite Ammo Machine Gun 8111a6fa0063
Infinite Ammo Machine Gun 8111a7000000
Never Reload Machinegun 8111a7020000
Have Grenade Launcher 8111a7200001
Infinite Grenades 8111a7220063
Infinite Grenades 8111a7280000
Never Reload Grenade Launcher .. 8111a72a0000
Have Pipe Bomb 8111a7480001
Infinite Pipe Bombs 8111a74a0063
Infinite Pipe Bombs 8111a7500000
Never Rearm Pipe Bombs 8111a7520000
Have Dynamite 8111a7700001
Infinite Dynamite 8111a7720063
Infinite Dynamite 8111a7780000
Never Rearm Dynamite 8111a77a0000
Have Extra Weapon 8111a7980001
Infinite Ammo Extra Weapon 8111a79a0063
Infinite Ammo Extra Weapon 8111a7a00000
Never Reload Extra Weapon 8111a7a20000
Have Machine Shotgun 8111a7c00001
Infinite Ammo Machine Shotgun .. 8111a7c20063
Infinite Ammo Machine Shotgun .. 8111a7c80000
Never Reload Machine Shotgun .. 8111a7ca0000
Have Plasma Gun 8111a7e80001
Infinite Ammo Plasma Gun 8111a7ea0063
Infinite Ammo Plasma Gun 8111a7f00000
Never Reload Plasma Gun 8111a7f20000
Have Laser 8111a8100001
Infinite Ammo Laser 8111a8120063
Infinite Ammo Laser 8111a8180000
Never Reload Laser 8111a81a0000
L Button Super Jump d0117df40008
L Button Super Jump 81117eecffff
L Button Super Jump d0117df40008
L Button Super Jump 81117eeefc00

Extreme G

Extra Characters 80167c130001
Extra Characters 80167c170003

Mace-The Dark Ages

Infinite Time 81138b2a0708
Infinite Time To Choose Character .. d01340f60001
Infinite Time To Choose Character .. 811340f60260
P2/CPU Never Wins 80138b430000

Mario Golf

Extra Characters 810c28e80004
Extra Characters 810c28ea0006
Extra Characters 810c28ec0008
Extra Characters 810c28ee000a
Extra Characters 810c28f0000c
Extra Characters 810c28f60005
Extra Characters 810c28f80007
Extra Characters 810c28fa0009
Extra Characters 810c28fc000b
Extra Characters 810c28fe000d
Must Be On f10b16702400

NFL Quarterback Club 2000

Infinite Creation Points 8107b36e03e7
Infinite Time To Choose Play ..... 8.10814E+11
Infinite Time Outs Home ..... 8.0055E+11
No Time Outs Home ..... 8.0055E+11
Infinite Time Outs Away 80054ed60003
No Time Outs Away 80054ed60000
Max Acc 8007526d0064
Max Rng 8007526f0063
Max Scr ..... 8.00753E+11
Max Rcg ..... 8.00753E+11
Max Clu ..... 8.00753E+11
Max Spd ..... 8.00753E+11
Max Hnd ..... 8.00753E+11
Max Cat 8007527b0063
Max End 8007527d0063

Pokemon Snap

Enable All Levels 810c22120006
Must Be On de0004000000
Must Be On f103d8a02400

Enable Museum 2
8005167001F
for Re-Volt

Re-Volt

Always Have 3 Laps Total In Race .. 8007DBCF0003
1 Lap To Race P1 ..... D01140230000
1 Lap To Race P1 ..... 8.0114E+11
1 Lap To Race P2 ..... D01164EB0000
1 Lap To Race P2 ..... 801164EB0002
1 Lap To Race P3 ..... D01189B30000
1 Lap To Race P3 ..... 801189B30002
1 Lap To Race P4 ..... D011AE7B0000
1 Lap To Race P4 ..... 8011AE7B0002
99 Points P1 ..... 8010C1EF0063
99 Points P2 ..... 8010C2270063
99 Points P3 ..... 8010C25F0063
99 Points P4 ..... 8010C2970063
Enable RC San 801BBDAF0001
Enable Candy Pebbles 801BC21B0001
Enable Genghis Kar 801BC6870001
Enable Aquasonic 801BCAF30001
Enable Mouse 801BCF5F0001
Enable Evil Weasel 801BD3CB0001
Enable Panga Touring 801BD8370001
Enable R6 Turbo 801BDCA30001
Enable NY 54 ..... 801BE10E0001
Enable Bertha Ballistics 801BE57B0001
Enable Pest Control 801BE9E70001
Enable Adeon 801BEE530001
Enable Pole Pos 801BF2BF0001
Enable Zipper 801BF72B0001
Enable Rotor 801BFB970001
Enable Cougar 801C00030001
Enable Humma 801C046F0001
Enable Toyeca 801C08BB0001
Enable AMW 801C0D470001
Enable Panga 801C11B30001
Enable Trolley 801C161F0001
Enable Clockwork 801C1A8B0001
Enable Clockwork Too 801C1EF70001
Enable Clockwork Tree 801C23630001
Enable Clockwork 801C27CF0001
Enable Toy World 1 ..... 8005141700lF
Enable Toy World 2 ..... 8005149F001F
Enable Ghost Town 1 ..... 800516BF001F
Enable Toys In The Hood 2 ..... 8005184F001F
Enable Toytanic 1 ..... 800518DF001F
Enable Museum 1 ..... 800515AF001F
Enable Supermarket 1 ..... 80051747001F
Enable Ghost Town 2 ..... 80051AFF001F
Enable Toytanic 2 ..... 80051B87001F
Enable Toys In THe Hood 1 ..... 800517CF001F
Enable Supermarket 2 ..... 80051A77001F
Enable Museum 2 ..... 80051637001F
Enable Botanical Garden 800519EF001F
Enable Front End (Crashes) 80051527001F

ShadowMan

Infinite Air 80075b1e0027
Infinite 9mm Ammo 80075b3b0063
Infinite Shotgun Shells 80075b2f0032
Infinite Shotgun Shells 80075b33000a

Star Soldiers

Extra Armor 800a362f0001
Infinite Lives 800a36480003
Infinite Specials 800a36490003

Have All Characters
81113e74007d
for Star Wars-Episode 1-Racer

Star Wars-Episode I-Racer

All Tracks Finished In 1st 81113e6c3fff
All Tracks Finished In 1st 81113e6e3fff
All Tracks Finished In 1st 81113e703fff
All Tracks Finished In 1st 81113e7200ff
Enable All Cheat Options 8109b7dafffl
Enable Cheat Menu 8009b7d70001
Have All Characters 81113e74007d
Have All Characters 81113e76ffff
Have All Tracks 81113e68ffff
Have All Tracks 81113e6afffl
Infinite Truguts 81113e7a7d00
Start On Lap 3 (Finish 1st) P1 ..... 8111900a0002

Vigilante 8

Big Tires ..... 8.11816E+11
Can Chose Same Cars ..... 8.11816E+11
Enable Code (Must Be On) f11695a82400
Enable Code (Must Be On) f11695ac2400
Enhanced Missile ..... 8.11816E+11
Hardest Difficulty ..... 8.11816E+11
Invincibility ..... 8.11816E+11
Invincibility & Rapid Fire ..... 8.11816E+11
Invincibility/Rapid Fire/Enhanced Missles
..... 811815720c08
No Enemies Present ..... 8.11816E+11
Rapid Fire ..... 8.11816E+11
Reduced Gravity ..... 8.11816E+11
Slow Motion ..... 8.11816E+11
Super Abilities/Health 811815720f0f
Ultra Hi-Res ..... 8.11816E+11
Unlock All Cars/Tracks 811912981f1f
Unlock All Cars/Tracks 8119129a1f1f
Unlock All Cars/Tracks 8119129c1f1f
Unlock All Cars/Tracks 8119129e1f1f
Unlock All Cars/Tracks 811912a01f1f
Unlock All Cars/Tracks 811912a21f1f
Unlock All Cars/Tracks 801912a4003f

WWF Attitude

Max Strength 8014e3e8000a
Max Toughness 8014e3e9000a
Max Speed 8014e3ea000a
Max Recovery 8014e3eb000a
Max Charisma 8014e3ec000a
Max Mat Skills 8014e3ed000a
Infinite Creation Points ..... 8.01613E+11
0% in Move List ..... 8.11356E+11

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